



Integrated Wide Area
Virtual Reality (VR)

THE BRIGHT FUTURE

The BattleVR Synthetic Soldier
Training Platform (SSTP) immersive
training system for modern combat
and law enforcement operators



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CUTTING EDGE **BATTLEVR**



Today's combat environments and mixed theatre responses require more advanced and immersive training than ever before. The ability to reproduce close quarter combat (CQB) with associated 360 target engagements using conventional static line and shoot house training aids is limited, timeconsuming and expensive.

Immersive, repeatable and economic training using BattleVR enables teams to train in a time-sensitive and threat specific way without the traditionally associated time and resource implications.

Designed and built in the UK, Agincourt solutions enables full battlespace-aware smallarms weapons training without the logistical challenges associated with traditional training.

HOW IT WORKS

01 Virtual Reality Headset

High fidelity near world tracking headset providing immersive visual and audio feedback.

02 Backpack Control Unit

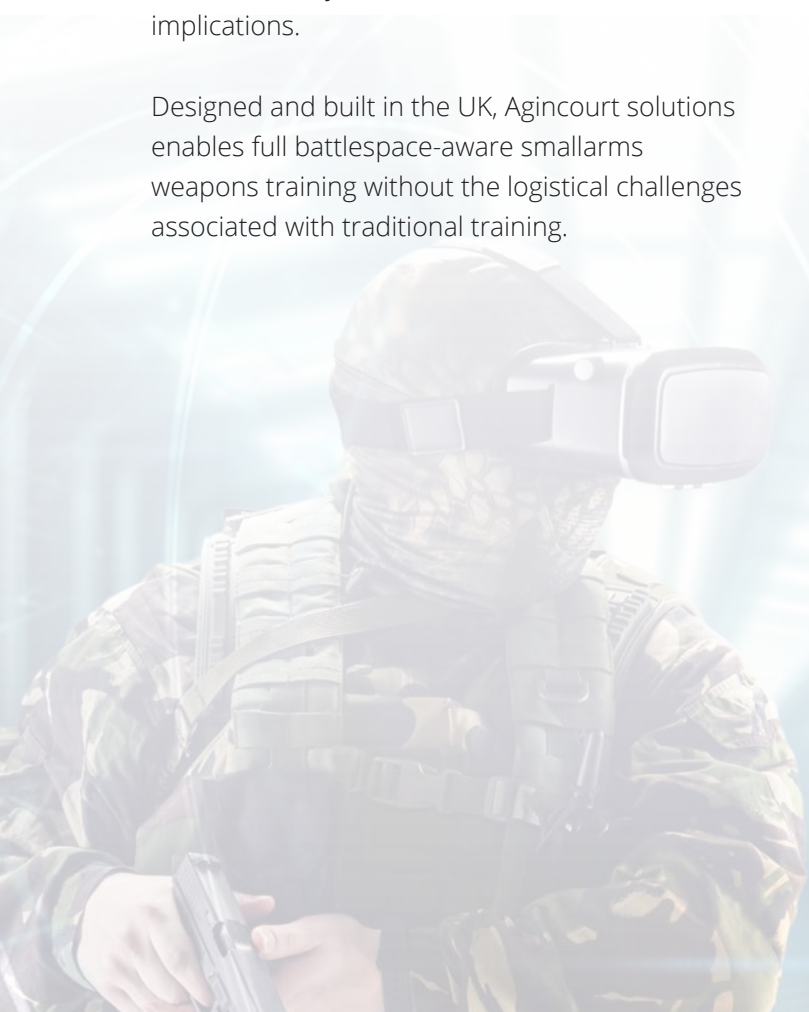
Tetherless backpack unit allows full range of movement. The lower support structure helps evenly distribute weight, reducing training fatigue.

03 Synthetic Weapons

Realistic for muscle memory coordination. Primary and secondary weapon platforms. Supports electric recoil / gas recoil / sensed recoil kits / full weapon conversion.

04 Haptic Suit

Touch and force feedback, helping define reactions and develop reflex. Simulate shock force and blunt force trauma via electric muscle stimulation by simulating gunshots and explosions.



BATTLEVR BENEFITS

To develop the most effective officers, it is essential to provide complete training feedback options. BattleVR firearms simulators enable the training team to put units through repeated and meaningful training of CQB techniques and approaches. The advanced after-action review (AAR) facility uses tracked virtual reality technology to comprehensively analyse every step taken.

IMMERSION:

VR or MR fully engaging headsets offer class-leading surround vision and sound. Synthetic weapon system recreates look, feel and recoil of live weapon experience. The haptic suit allows for realistic weapon impact and explosive simulation.

COMPLEXITY:

Multiple highly adaptable but repeatable exercises can be delivered. Complex tactical environments can be quickly devised and implemented for trainees to practice in. Full after-action review capabilities allow for an immersive moment by moment debrief and analysis.

EFFICIENCY:

The system can be man-portable or fixed installed for maximum usage. Can deliver the full scope of firearms training. Synthetic weapons don't require expensive ammunition or multiple instructors to keep safe.

BATTLEVR FEATURES

- **Train up to 4 users in a completely immersive virtual environment.**
- **Immersive Virtual Environment: up to 8K resolution / 7680 x 2160 (3840 x 2160 per eye)**
- **Expandable footprint from 5m x 5m through to 50m x 50m : Potable or installed system**
- **Synthetic weapon system incorporates real-time sensory feedback and recoil: pistol and carbine**
- **360° threat vectors: supports threats from any direction at any time.**



BATTLEVR



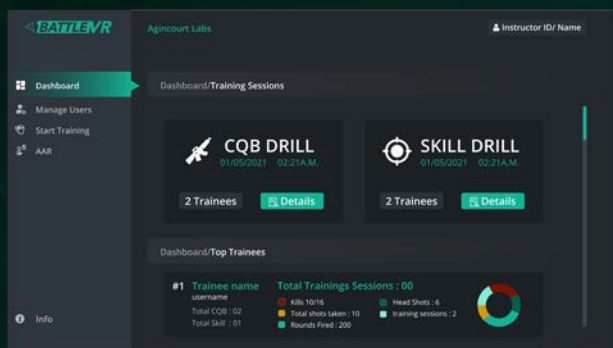
Hyper immersive real-world training environments



Engaging night vision simulation



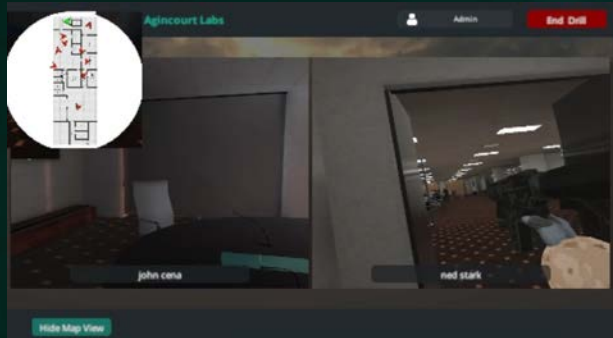
Advanced AI driven combatants and civilians



Full data analytics and session review



Full weapon modelling and tracking



Advanced realtime and after action review



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